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reverse  
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Instructions

# CHECKERED FLAG™



ATARI

## LYNX

VIDEO GAME CARD

1 TO 6 PLAYERS  
LYNX  
UP





# CHECKERED FLAG

## GENTLEMEN, START YOUR ENGINES!

This is big time, folks! Strapping into your lightning-fast machine, you await the green light. The announcer calls out the traditional four words and the engines roar. The sound of many cars racing—full roar, full whine—is deafening. The greenand crown is on its feet. You focus your attention on the starting line. It's red. Now yellow. Green! The race is on!

### GETTING STARTED

1. Insert the Checkered Flag game card in slot 1 of the 128K Game's Manual.
2. Push through 2 buttons and you'll be in the game. Push the **START** button to start the race. Push the **OPTION** button to start the race. Push the **OPTION** button to start the race.
3. Press **A** or **B** to start the race. The screen shows the starting line. Press **A** or **B** to start the race.
4. Push the **OPTION** button to start the race. The screen shows the starting line. Press **A** or **B** to start the race.
5. Press **OPTION** to move to the **OPTION** screen. Press **A** or **B** to start the race.
6. Press **OPTION** to move to the **OPTION** screen. Press **A** or **B** to start the race.
7. When you are ready to start the race, press **A** or **B** to start the race.

## PLAYING THE GAME



The screen shows the current lap, your position, and the lap counter. The odometer on your car shows the speed and current gear.



The top of the screen shows a map of the race course with colored dots representing each car. Drones are always yellow. Human racers are represented by the primary color of each car. The large flashing dot represents your car.

The first-place car also appears as a large dot. But it doesn't flash unless you are in first place.

When you complete a lap, your lap time is briefly displayed where the odometer is. Pressing **OPTION** during the race shows the total number of laps you know for this race, next to the current lap number.

Press the joystick right or left to steer. If you did not choose an automatic transmission from the Options screen, you must shift gears by pressing up or down on the joystick. The **OPTION** button is the gear stick. Press **A** to brake, **OPTION** to shift, or **B** to downshift. If your car has a shock absorber, it will be shown on the screen.

As you race, be careful not to run off the track, bring off the track and now you're down, especially if you run into a tree or other roadside obstacle. Also, be careful when passing other cars. If you hit another car, you will spin out of control. Try to regain control without losing too much speed. Of course, if you spin into a roadside obstacle, you will stop completely and lose valuable ground in the race.

When the announcer says "Get on the line, start your engines," the starting light appears. When the light turns green, the race begins.



At the end of the race, the winner is rewarded with a trophy and a big hug. (This is where the driver's gender becomes important.)



Always keep an eye on your lap counter. You will be able to see approaching cars with either lap out or the lap in the lap. If you miss into another car, you may track a winner. Too many mistakes and your chances will become slim.



## GAME OPTIONS

The Options screen shows several choices you can make to adjust your race. After you've chosen an option, press the **OPTION** button to return to the Options screen.

### Race Options

**Practice:** Practice race the game.  
**Single Race:** One race, winner takes all.



**Drives:** 2 to 8. A total of 80 cars can race at the same time. The more participants, the greater the challenge to multi-player games. You can only choose as many drives as will allow the total number of cars at the end of the race.  
**Laps:** 1 thru 10 or 20, 30, 40, or 50. Choose the length of the race.  
**Course:** 1 to 10. Select a track.

### Car and Driver Options

In addition to the above race options, you can select from three car and driver options in a multi-player game. Only you can select the option for your car and driver.



RACE OPTIONS	TRANSMISSION
TYPE: 1	MANUAL
DRIVE: 2	4 SPEED
LAPE: 1	5
COURSE: 1	1
THIRD: 1	1
COLOR: 1	1
DRIVER: 1	1

**Transmission:** Auto, 4-speed, or 7-speed. Choose your transmission. For a more challenging race, select the automatic transmission. Shifting is up to you.  
**Color:** Choose your car color.  
**Driver:** Choose your driver. The driver has different racing conditions, but if you win you will be a champion.

When Checkered Flag begins, you will see your car at the starting line of the selected track. If you are not racing any other cars, you will see the only one. If you are racing other cars, you will see the only one. If you are racing other cars, you will see the only one.



**Qualifying Lap Starting Position:** You run a lap before the race starts. Your starting position is determined by the time you take on the first lap. The first place is a tournament.

